

Autumn 2024	Spring 2025	Summer 2025
Autumn 1 - 8 weeks Autumn 2 - 7 weeks (1 x 3 day week)	Spring 1 - 6 weeks Spring 2 - 6 weeks	Summer 1 – 5 weeks Summer 2 – 8 weeks (1 x 2 day week)
CUSP Reading – <ul style="list-style-type: none"> ● Beegu Block 1 ● Where the Wild Things Are Blocks 2, 3 ● The Storm Whale Block 4 ● The Owl and the Pussycat – Edward Lear Block 5 ● Aesop’s Fables – The Boy Who Cried Wolf Block 6 	<ul style="list-style-type: none"> ● The Tale of Peter Rabbit Blocks 7,8 ● Look Up! Block 9 ● Here We Are Blocks 10, 11 ● Chocolate Cake – Michael Rosen Block 12 	<ul style="list-style-type: none"> ● There’s a Rangtan in my bedroom Blocks 13, 14 ● And Tango Makes Three Block 15 ● The Lion Inside Block 16 ● Aesop’s Fables – The Hare and the Tortoise Block 17 ● The Proudest Blue Block 18
CUSP Writing Introduce = green (Block A) Revisit = orange (Block B) Strong Start Sentence Composition (optional) <ul style="list-style-type: none"> ● Poetry: pattern and rhyme A ● Setting descriptions A ● Stories with familiar settings A ● Instructional writing A ● Shape poems and calligrams A 	<ul style="list-style-type: none"> ● Shape poems and calligrams B (Enrichment) ● Recount from personal experience A ● Informal letters A ● Poetry on a theme A ● Stories with a familiar setting B ● Recount from personal experience B 	<ul style="list-style-type: none"> ● Poetry: pattern and rhyme B ● Informal letters B ● Setting descriptions B ● Poetry on a theme (nature) B (Enrichment) ● Instructional writing B
Maths LS1 Geometry – Positional Language Including Ordinal Numbers LS2 Numbers to Ten – Finding Patterns in Numbers (including subitising) LS3 Numbers to Ten – Counting and Comparison (more, less, fewer) 1LS4 Numbers to Ten – Estimating and Ordering 1LS5 Numbers to Ten – Regrouping the Whole LS6 Numbers to Ten – Part Whole Addition and Subtraction 1LS7 Numbers to Ten – Solving Problems Using Part or Whole Unknown 1LS8 Numbers to Ten – Comparison LS9 Numbers to Ten – Equality and Balance 1LS10 Numbers to Twenty – Making 10 and Some More 1LS11 Numbers to 20 – Estimating and Ordering, 1 More and 1 Less 1LS12 Numbers to Twenty – Doubling and Halving 1LS13 Numbers to Twenty – Odd and Even Numbers LS14 Geometry – Names and Properties of 2-D and 3-D Shape	LS15 Measures – The Language of Comparing Length, Height, Mass and Speed LS16 Sequencing Events – Days of the Week and Months of the Year LS17 Numbers to Twenty – Adding using ‘Think 10’ LS18 Numbers to Twenty – Subtraction using ‘Think 10’ LS19 Numbers to Twenty – Equality and Balance 1LS20 Numbers to Twenty – Part or Whole Unknown LS21 Numbers to Twenty – Language and Problem Solving (part or whole unknown) LS22 Numbers to Twenty – Comparison (difference, more, less, fewer) including Statistics LS23 Measures – Coins and Combinations to 20p, Ordering and Comparing LS24 Counting in 2s, 5s 10s LS25 Measures – Non-standard Measures and Introducing Simple Standard Measures	Ls26 Multiplication and Division – Equal or Unequal Groups and Remainders LS27 Multiplication – Repeated Addition and Arrays (number of groups and size of group) LS28 Multiplication – Problem Solving (identifying the number of groups and size of the group) LS29 Multiplication – Scaling and Counting in 2s to 24 Week four 1LS30 Division – Sharing and Grouping Problems LS31 Time – Telling the Time, O’clock and Half Past LS32 Fractions – Sharing Into Equal Groups LS33 Fractions – Equal or Unequal Parts of Shapes LS34 Fractions – Of Continuous Quantities Including Capacity LS35 Numbers to Twenty – Review 1LS36 Numbers to One Hundred – Place Value and Digits, Making Tens and Some More 1LS37 Place Value – Estimation, Ordering and Comparison
CUSP Science <ul style="list-style-type: none"> ● Seasonal changes and daily weather ● Introduce Plants – (trees) 	CUSP Science <ul style="list-style-type: none"> ● Animals, including humans ● Everyday materials 	CUSP Science <ul style="list-style-type: none"> ● Revisit: Animals, including humans ● Revisit: Plants ● Revisit: Seasonal changes ● Revisit: Materials
Art and Design <ul style="list-style-type: none"> ● Drawing ● Collage/ Textiles ● Printing 	Art and Design <ul style="list-style-type: none"> ● Painting 	Art and Design <ul style="list-style-type: none"> ● Sculpture
Computing <ul style="list-style-type: none"> ● Twinkl Plan It - Online Safety (Digital literacy) ● Technology Around Us (Information Technology) 	Computing <ul style="list-style-type: none"> ● Digital Painting (Digital literacy) ● Grouping Data (Information Technology) 	Computing <ul style="list-style-type: none"> ● Digital Writing (Computer science) ● Programming Animations (Computer science)
CUSP Design and Technology <ul style="list-style-type: none"> ● Mechanisms Block A ● Structure Block B 	CUSP Design and Technology <ul style="list-style-type: none"> ● Food and Nutrition Block C ● Materials Block D 	CUSP Design and Technology <ul style="list-style-type: none"> ● Textiles Block E ● Food and Nutrition Block F
CUSP Geography <ul style="list-style-type: none"> ● Continents and oceans, UK countries / capital cities and seas 	CUSP Geography <ul style="list-style-type: none"> ● Continents and oceans, UK countries / capital cities and seas ● Hot and cold places 	CUSP Geography <ul style="list-style-type: none"> ● Mapping and fieldwork ● Revisit continents, oceans, UK countries, capital cities and seas
CUSP History <ul style="list-style-type: none"> ● Changes within living memory 	<ul style="list-style-type: none"> ● The lives of significant people (<i>Mary Anning and David Attenborough</i>) 	<ul style="list-style-type: none"> ● More lives of significant people (<i>Neil Armstrong, Mae Jemison, Bernard Harris Jr, Tim Peake.</i>)
CUSP Music - Tuned and untuned percussion Singing <ul style="list-style-type: none"> ● Singing focus: Being together in music Block A ● Control the voice – nursery rhymes Block A 	Music Singing <ul style="list-style-type: none"> ● Singing focus: Introducing pitch Block C ● Identify changes in sounds (high/low) Block C 	Music Singing <ul style="list-style-type: none"> ● Singing focus: Exploring emotions through music Block E ● Responding to music Block E
Untuned percussion		Untuned percussion

<ul style="list-style-type: none"> • Untuned focus: Introducing rhythm and pulse Block B • Representing sounds pictorially Block B 	Untuned percussion <ul style="list-style-type: none"> • Untuned focus: Introducing tempo and dynamic Block D • Identify changes in sounds (fast/slow, loud/soft) Block D 	<ul style="list-style-type: none"> • Tuned focus: Introducing tempo and dynamic 2 Block F • Control and describe tempo and dynamic Block F
PE Locomotion: Athletics 1 Gymnastics 1: Wide narrow, curled Ball skills: Hand 1 Team Building	PE Gymnastics 2: Body Parts Dance 1: Growing Ball skills: Hands 2/ Rackets Bats and Balls Dance 2: The Zoo	PE Ball skills: Feet 1 Locomotion: Athletics 2 Running 1: Health & Wellbeing Games from understanding: Attack vs Defence
PSHE <ul style="list-style-type: none"> • Being Me in My World (6) • Dreams and Goals (6) 	PSHE <ul style="list-style-type: none"> • Healthy Me (6) • Celebrating Difference (6) 	PSHE <ul style="list-style-type: none"> • Relationships (6) • Changing Me (6)
Leader in Me Module 1 - Habits 1-4 Module 2 - Habits 5-8 Module 3 - Leading Myself and Others Module 4 - Growth Mindset Module 5 - Leading My Learning Module 6 - Recognising My Emotions Module 7 - Using Calming Strategies	Module 8 - Taking Responsibility Module 9 - What Matters Most Module 11 - Beginning With The End in Mind Module 13 - Making Decisions Module 18 - Building Trust Module 20 - Repairing Trust Module 21- Showing Courage and Consideration	Module 23 - Thinking Win-Win Module 24 - Practising Empathy Module 25 - Empathetic Listening Module 26 - Speaking With Respect Module 27 - Working With Others Module 30 - Sharpening the Saw Module 33 - Helping Others Lead Module 35 - Higher Order Thinking
Discovery RE <ul style="list-style-type: none"> • Hinduism • Immersion Day (10th November) 	<ul style="list-style-type: none"> • Buddhism 	<ul style="list-style-type: none"> • Christianity
Applecroft Adventure <ul style="list-style-type: none"> • Smell a flower (Science) • Kick autumn leaves and make leaf piles (Geography/Science) 	Applecroft Adventure <ul style="list-style-type: none"> • Build a home for an animal (Science) 	Applecroft Adventure <ul style="list-style-type: none"> • Go on a dinosaur hunt (History) • Take part in an egg and spoon race (Physical Education) • Pick fruit and eat it (Design and Technology)